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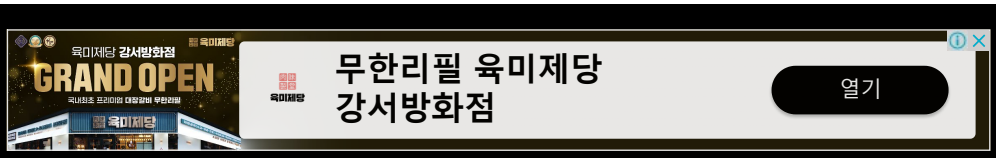

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Nemet

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This article is an expansion based on a canon element. For canon informati topic, follow the link to The Witcher Wiki: Saskia's Free State.

Nemet, also known as Saskia's Free State, the **Nemetian Republic**, the **Free Nemetian Republic, the Free Northern State** and **the Free State of the North** among its inhabitants or **Smija Eana** (the land of the Dragon) by some close tribes, is a republic situated in the Far North, extending into some of the northern parts of the Far East. Its name honors Nemetius, a dwarf who inspired Saskia to refound her state in the territories of the Far North after her attempt to create a Free State in the Northern Kingdoms failed due to the invasion of Nilfgaard at the start of the Third Northern War. Nemet is located north of the region of Gotland, relatively distant yet strategically close to important centers of civilization such as the Far North lands under the influence of Kaedwen, as well as the duchy of Vinland to the south. Due to its remote location and almost inhospitable terrain, Nemet does not share borders with other states.

Nemet	
Nemet's banner	
General information	
Variation(s)	Saskia´s Free State The Nemetian Republic The Free Nemetian Republic The Free Northern State The Free State of the North
Status	Republic
Ruler	Dux
Societal information	
Official Language	Common Speech
Demonym	Nemetian
Religion	Everyone is free to practice their religion, however among the people of the tribes predominates a kind of cult to Saskia for her "abilities".

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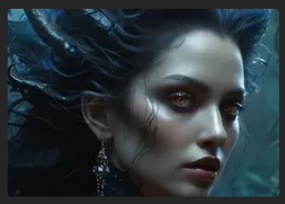

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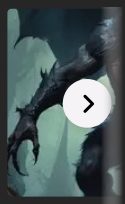

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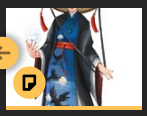
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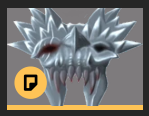
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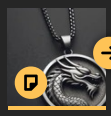
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History

Origins in the Northen Kingdoms

The original Saskia's Free State was a state in Upper Aedirn created by Saskia, specifically in the city of Vergen sometime after the Second Northern War. Theoretically, it was a country without prejudice, where elves, humans, mages, and even trolls could live side by side, as was Saskia's vision.

However, the Lodge had different plans for the Free State and planned to take over the country and use it for their own purposes. The leaders of this nation were to become Philippa Eilhart and Sheala de Tancarville, but after the events of the summit at Loc Muinne in 1271, Nilfgaard defeated Vergen, the Third Northern War started, and their defiant city was razed to the ground. Saskia, with Geralt of Rivia's help, fled the city after the death of Barclay Els. After losing the battle with the Nilfgaardians, the territory merged with was called by the Nilfgaardians as the province Aedirn.

Refundation in the Far North (1272)

Approximately a year after the war, following the loss of her territory and accompanied by a small group of followers, including Nemetius, the dwarf who suggested Saskia to establish her state in a new location far from conflict, specifically in the Far North. Considering this advice, Saskia decided to attempt her Free State once again. She and her companions journeyed northward, exploring the region and seeking a suitable territory to establish their country in peace.

During their travels, they familiarized themselves with the area and searched for the perfect spot. In the spring of that year, they chose to settle in what would become known as Nemet, in honor of the dwarf who had suggested the idea to Saskia. Sadly, Nemetius had passed away from hypothermia before seeing his suggestion come to fruition.

Establishing the nation came with its challenges, especially since initial emissaries reported reluctance due to the harsh climate and remoteness of the territory. However, the discovery of valuable minerals by the dwarfs changed the fortunes of the nation, bringing prosperity. Additionally, the unity showed among people from different tribes from the Far North who leaved their differences aside and joined their new neighbours after initial interactions, coupled with Saskia's leadership during attacks from monsters as well other humans groups, led to her being viewed almost as a goddess by many, specially the tribesmen.

As the Witch Hunts began, many mages and non-humans sought refuge in Nemet, fleeing persecution elsewhere. The presence of the Eternal Fire religion in Kovir made it an unattractive option for them. Furthermore, Vinlandi mages sought sanctuary in Nemet due to events like the Vinkald Trials, similar to the Witch Hunts, that occurred in the duchy during that period. However, some of them only stayed in Nemet temporarily, eventually migrating further to join the Jasha Republic.

Commercial Treaty with Kovir (Winter of 1287 - Spring of 1288)

The winter of 1287 to spring of 1288 was a crucial period for Fabio Sachs' Far North expedition as they spent time in Nemet, experiencing the harsh climate and aiding the young republic. Despite initial plans to continue north without stopping, they were compelled to stay due to severe winter conditions. During this time, they established connections and secured a trade treaty, As Fabio Sachs' expedition to the Far North was only made possible in exchange for promising lucrative commercial treaties with distant lands for the kingdom of Kovir during their travels.

Saskia's efforts during the sixteen years since the foundation of Nemet were evident, fostering an emerging nation where different races coexisted peacefully despite the challenging environment. The expedition was warmly welcomed, especially after presenting a trade treaty proposal as the Kovir's representation they were which only would increase prosperity for both the neutral Northern Kingdom and Nemet, so in exchange for help with various tasks, Saskia agreed to sign it. Even Iorveth and his Scoia'tael elves, who, after years of fighting, decided to leave the Northern Kingdoms and join Saskia's idea, were initially wary but were convinced of the expedition's goodwill, particularly due to having a witcher among them to address monster problems in the region.

The witcher among the expeditionaries, the Griffin, Putnam Pitch took charge of dealing with various monsters plaguing Nemet, including ice trolls, nuckelavees, mahahas, a chenoo, and a krampus. The encounter with these creatures tested the expedition's skills and unity, with Putnam forming bonds with people like Roth, a dwarf who would become the future master blacksmith of the witcher school that Putnam would found along with Jolanta Dinmarb in the distant future —the School of the Crane.

Their efforts culminated in securing the region for Nemet's continued prosperity and finalizing the trade agreement. Departing in spring 1288, the expedition carried Saskia's message of unity and harmony to the Northern Kingdoms, vowing to return when Nemet was more prepared to defend itself effectively. Sadly, none of the expeditionaries would return to Nemet, as they would die in later expeditions, the only exception being Putnam during the 14th century (although this is only a rumor)

Geography and climate

Nemet is a territory with a significantly colder climate compared to Kovir or Vinland, known for its hemiboreal forests. Its only "border" is marked by the Tuathasgia Mountains, an area that has been the subject of annexation attempts for years, yielding mixed results.

Economy

The main export of Nemet is minerals extracted from mines, a process carried out by dwarfs who emigrated there fleeing from the Northern Kingdoms. These minerals are then traded with the rest of the Far North in exchange for other raw materials. Livestock, mainly buffaloes, is primarily for sustenance; however, some are raised for trade with neighboring regions, especially the nearby tribes and the duchy of Vinland. Fishing is also practiced in the many rivers and lakes that dot the territory. Due to the harsh climate, agriculture is limited, with the primary crops being rye, barley, and some vegetables that can withstand the cold weather.

Military

Due to its remote location and focus on establishing a peaceful society, Nemet's military is relatively small. It primarily consists of volunteers trained in basic combat to defend the territory from bandits, monsters, and potential invaders. However, the harsh environment has instilled a strong sense of self-reliance in the population, making every citizen a potential defender.

People and culture

Most people in Nemet reside in cave-houses, a choice influenced by both the region's main export (the materials from mines) and the practical need for insulation and protection from the elements. Urban centers reflect this lifestyle, often developed with a dwarven influence both in architecture and town design. They feature underground complexes that serve as foundations for multi-level structures. Despite these limitations, these settlements are remarkably functional, incorporating elements that enhance inhabitants' quality of life, such as light shafts and strategically placed ventilation tunnels, which mitigate feelings of confinement.

Above ground, buildings are typically constructed from durable materials such as stone cabins to withstand the harsh weather conditions prevalent in Nemet.

The majority of the population is dwarven, followed by humans (both from the nearby tribes and Nordlings), elves, and a smaller number of other races seeking refuge from persecution elsewhere.

Culturally, Nemet is technically Nordling, as dwarves were very much assimilated by Nordling human culture by the time Saskia founded her republic. However, the presence of the humans from nearby tribes who had joined Saskia has created a cultural mosaic where Nordling traditions intertwine with those of the indigenous tribes.

The most famous Nemetian traditions are the Long March and the anniversary of the foundation of the capital of Nemet, New Vergen, celebrated every spring. The Long March is a grueling endurance test that commemorates the hardships Saskia and her followers endured while searching for a new home. Participants trek for days through the harsh wilderness, carrying minimal supplies and facing the challenges of the environment. As for the celebration of the foundation of New Vergen, it is pretty similar to any dwarven party, filled with boisterous music, copious amounts of Nemetian beer, and lively games that test strength and wit.

Government

Nemet is a republic led by a dux (meaning leader in Proto-Common Tongue), a title held by Saskia since the nation's founding. Technically, if Saskia were to renounce her position or pass away, elections would be held to choose both the representatives and the new dux. She is advised by a council comprised of

representatives from the different races and tribes that call Nemet home. This council ensures that the various needs and perspectives of the population are considered in decision-making processes. While Saskia is a revered figure by many, she rules with a sense of duty and respect for the democratic ideals upon which Nemet was founded.

Language

Due to the mix of races and peoples, Nemet has no single dominant language. Dwarvish, Common Speech, Tribal Languages, and Elder Speech are all spoken to varying degrees. However, Common Speech is increasingly used as a *Lingua Franca* to facilitate communication between different groups.

Religion

Nemet doesn't have an official religion, and everyone is free to practice their beliefs. However, among the dwarves and some Nordling humans, there is worship of Telawel, the patron of craft and honest everyday work. Among the people of the tribes, as already mentioned a kind of cult dedicated to Saskia predominates due to her nature as a half-green and half-golden dragon and her ability to transform into a human. While most view this reverence as deep respect for a legendary leader, some, particularly among the younger generations of the tribes, have begun to see Saskia more like a goddess among men than just a great leader who created a place for those persecuted.

Shrines dedicated to her dot the landscape, depicting her human form or showcasing her draconic aspect. Prayers are offered for her continued guidance, blurring the lines between veneration and worship. This development is met with mixed reactions. Some dwarves and Nordling humans see it as a natural evolution of their hero's legacy; after all, she was known in the Northern Kingdoms with a kind of religious title, *the Virgin of Aedirn*. Others worry it could lead to religious intolerance within Nemet's diverse society.

Saskia herself treads carefully, acknowledging the gratitude of her people while reminding them of the importance of tolerance and the shared values that have made Nemet a beacon of hope in the Far North.

Notable people

- Adgarn
- Arochi people (tribe)
- Herule people (tribe)
- Iorverth
- Ketiloy Kormakdottir
- Roth
- Saskia
- Skamander
- Tedhofrey Rutsenstein
- Thormar Holmsteinsson
- Toza
- Triboci people (tribe)
- Zumi people (tribe)

Notable locations

- Conwy
- Marbledell
- New Vergen (capital)
- Oakmere
- Rosedeer

Trivia

- The Vinkald Trials are based in the *Salem Trials*.
- Some vrans tried to join the state of Saskia and leave the reservations, but the climatic conditions of the new state prevented them from doing so.

Categories

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